P.E.T. – Psychosensory Empathy Training
Original Concept Summary
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Date Created: June 1, 2025
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File Name: PET_Psychosensory_Empathy_Training_Original_Concept_MozelleMartin

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Overview
P.E.T. – Psychosensory Empathy Training is an immersive behavioral reform program designed to reduce animal abuse, child abuse, and domestic violence recidivism using trauma-informed virtual reality (VR), haptic feedback, and guided psychological processing. It was conceptualized and developed over a span of seven years by Mozelle Martin, a forensic psychology and behavioral profiling expert.
The program is not therapy or punishment. It is an ethical, science-based approach that uses immersive simulation to activate empathy, encourage behavioral insight, and reduce recidivism in offenders who lack emotional resonance with their victims.

Core Components
1. Simulation Technology
- VR experience viewed through headsets (e.g., Meta Quest, HTC Vive)
- Optional integration with haptic wearables (e.g., Teslasuit, bHaptics)
- Immersive scenarios based on real case studies and victim perspectives

2. Storylines and Scenarios
- Multiple POV story arcs from the perspective of animals or children
- “Choose-your-own-outcome” decision paths showing consequences
- End with real rescue stories to anchor cognitive dissonance with hope

3. Curriculum Structure
- Intake empathy screening
- VR session with biometric monitoring (optional)
- Guided journaling and trauma-aware reflection
- Post-assessment and long-term behavioral tracking

Target Populations
- Juvenile and adult animal abuse offenders
- Domestic violence and child abuse offenders
- Court diversion programs and early intervention youth services
- Probation and parole departments seeking ethical reform options

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Innovation & Distinction
Unlike existing VR initiatives focused on awareness (such as PETA’s passive VR campaigns), **P.E.T. is interactive, trauma-informed, and rehabilitation-focused**. It is intended for court integration and offender reform — not general advocacy.
It is currently the **only known program** to:

- Simulate emotional, physical, and psychological harm through immersive technology
- Integrate guided behavioral analysis after each simulation
- Be designed from a forensic, ethics, and criminology perspective
- Include measurable outcome tracking tied to empathy and recidivism metrics

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Authorship & Ownership

This concept was wholly created and developed by **Mozelle Martin**, based on her 38+ years of experience in forensic psychology, trauma therapy, and offender profiling. All language, structure, curriculum ideas, and terms such as "Psychosensory Empathy Training" originated with her.

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